

# Imbued The Chosen

## Lore

"You are hope in our darkest hour, your battered but not broken, despair is a choice, You are alpha & omega, the first and last line of defence against the darkness that rises against those who are ignorant to the truth, **Inherit The Earth.**"

## Themes

You are Chosen, But not Special.

- Yes you were chosen by the messengers, mysterious beings beyond your comprehension, conscripted into a war you don't understand, with powers you know less about.
- But you're just a mortal at the end of the day and are still very much vulnerable to mundane things like fatigue, sickness, hunger and not to mention taxes.
- There are hundreds, maybe thousands like you already...you don't know but you're replaceable as the messengers recruitment pool is potentially every human on earth.

Confrontation is inevitable.

- Hunter is a game about having the guts to stand up against evil even though you lack the power to do so.
- Imbued takes this concept and ask's what if you did have the power to do something about the monster standing before you.
- Hunt or Confront doesn't mean kill, it just means neutralize the threat, you can negotiate your way out of problems if the cards are in your favour, which they rarely are to be honest.

Dying Of The Light.

- Kill one monster there will always be another to replace it and what thanks do you get none, if you're lucky jail time.

Virtue in the face of unending silence.

- Even if it all seems hopeless you scream defiance to the bitter end, whether zealously cutting through hordes of zombies, cradling a penitent vampire

How far will you go, until you lose yourself to the hunt.

- Witch-Hunters can retire, you can't, it's not in your nature and the messengers know this, as even Bystanders that ran at first still feel the need to help the hunt in some way.

Zombies are common.

- More of a lore and game misconception than a theme but in Classic Hunter zombies of all kinds were very common enemies because most splats had ways of creating zombie-like creatures to act as cannon-fodder.

## **Rules**

They have standard hunter character creation but have access to "Imbued Edges" which are more restrictive being locked by Creed & Virtue.

The changes to their sheet with a "Conviction" meter below the HP & WP meters.

Additional "Virtue" meter beside Willpower but only has 5 dots similar to Hunger from V5.

Mercy, Zeal, Vision are under drive and Imbued Creeds are under the Creed tab.

The big change is that you can pick any Virtue with any Creed (but still recommended)

## **Premise**

The apocalypse was averted and the messengers left, many Imbued couldn't restore their Conviction so eventually just became normal people again without any powers.

Many Imbued thought it was Mission Complete and tried living a normal life, but for powerful hunters such as Extremists felt left abandoned spiralling into despair and madness as they gave everything to the hunt only to be betrayed by their patrons out of the blue.

With nothing left to lose these Extremists did pacts with demonic and other worldly creatures getting their Edges and Conviction back but at the cost of becoming Corrupted Thralls for their masters will often kill innocent people as part of some grand plan.

To counter this rise of "Corrupted" the messengers returned with a new mission to "Cut Out The Corruption, Preserve The Innocent, Inherit The Earth" so rather than being on the offence the defense.

## Rules

### Touchstones

Chosen are taught early on in their careers that it's often best to burn your bridges as especially in these times, monsters will use every dirty trick and killing someone's family is textbook.

Rules wise **Touchstones** are a Background and gain back Willpower through following your Creed.

This means instead of replenishing it all at once, Willpower can be gained back Gradually but consistently.

**Defenders**, **Innocents** and **Visionaries** start with 1 dot in Touchstones.

**Avengers**, **Martyrs** and **Redeemers** cannot purchase at character creation and must earn it in game.

**Waywards** can never get Touchstones as they are antagonists and have already killed them all, but can get Allies & Bystanders.

# Conviction

**What is Conviction?**, well exactly how it sounds like

**Starting Conviction** depends on your chosen Virtue.

Zeal & Vision = 4

Mercy = 3

**Restoring Conviction** in general Imbued restore their conviction by 1 point each week or each time they complete a personal objective based on their virtue, this is to promote them to be proactive in The Hunt.

**Zeal** - By directly confronting the quarry and their associates hindering their progress through Sabotage or Physical Combat.

*Example: Harming the quarry directly, allies and operations.*

**Mercy** - By distracting the quarry from their main goal through negotiation or by getting them to question their views and morals via Charisma, Manipulation and Social Combat.

*Example: Ruining the quarries' social standing and train of thought, making them see the error of their ways.*

**Vision** - By learning more about the quarry themselves not only their operations but what actually drives them personally.

Done by Investigation, Research Occult or Mundane, Interrogation and finding information that drives your mission forward.

*Example: Exposing a quarry's weakness that can be used against them in a meaningful way. Making meaningful progress in your investigations.*

**Risking Conviction** is the main way to get back conviction, basically when making an Edge test a player may spend additional conviction for a higher result.

Use the **Desperation Dice** as a substitute.

But can only be done once per scene so make sure it's worth the investment.

**Success:** 1 Conviction + Spent is refunded.

**Failure:** All Spent is wasted.

**Botch:** All Spent & Current Conviction is gone.

**Losing Conviction** is a deterrent so that players don't get sloppy in "The Hunt" and don't go on a power trip.

**Sloppy:** Making mistakes is normal but intentionally cutting corners and jumping to conclusions that not only put you in danger but your Cellmates as well.

**Zero Conviction** when an Imbued has no Conviction Points left they fall into **Despair**.

## Second Sight

**Second Sight (1 Conviction)** - Hunter when viewing a supernatural creature the target will become warped or uncanny in some form emphasizing their more monstrous features.

Its most useful feature is that it makes the user immune to any and all supernatural influences giving the user full self-control against these supernatural forces.



However this doesn't stop external magics from effecting the Hunter

**Boons** - Are special rituals and activities that a Chosen can perform to make the Hunt that little bit easier for themselves or her team.

## Edges

Are the supernatural powers used by the Imbued which can be called upon to give them an Edge over their enemies hence the name.

Edges are only visible by supernatural creatures and an Associate to The Mark along with mortals aware of the supernatural like Hunters.

They work on anyone that is trying to hinder the Imbued in their mission, applying to all Supernatural Creatures and Pawns directly associated with The Quarry.

Unlike other magical powers Edges don't need to be invoked but triggered by some sort of simple action.

Like cracking your knuckles to activate Cleave or yelling "stop" to activate Ward.

Some passive Edges like Rejuvenate don't need to be activated at all.

**Edges are free to activate** unless specifically stated.

**Earning Edges** is automatically done by gaining the appropriate amount of Virtue.

### **Optional Rule - Purchasing Edges**

But all must be obtained in-order from 1-5 but can have multiple of the same or lower level.

*Example: Jerry can have Cleave & Trail but not Cleave & Smolder as he must purchase Trail beforehand.*

**New Creed Edge:** Edge Level x 5

**Non-Creed Edge:** Edge Level x 7

## **Triggers**

Though not mandatory it's how a Chosen activates their Edges as though they are mostly free to activate.

The Imbued in question still needs to do something that would instigate it.

A simple example would be swinging a punch to activate Cleave or cracking your neck to activate Surge.

When a character reaches 3 in any Virtue their Edges can be activated on command without being triggered.

## Virtue

All Hunters start with 2 Virtue Points.

**Primary Virtue** is the virtue directly aligned with your chosen creed.

So whenever you make an Edge Test you'll be asked to roll + Mercy, Vision or Zeal.

**Secondary Virtue** is a virtue your character doesn't focus on but has earned over their travels.

*Secondary Virtue can never exceed your character's Primary Virtue.*

**Gaining Virtue** is done by either neutralizing the threat according to your Virtue or reaching 10 conviction points.

*Maxing out Conviction to 10, then choose which Virtue to level up, which resets a chosen back to Starting Conviction.*

**Maximum Virtue** is maxed out at 5 points for each category.

**Derangement** when getting 3 points in any Virtue the Hunter in question has probably gone through some traumatic experiences during the hunt.

So start going insane the more powerful they get, but most of the time it makes sense but other times completely sane individuals with no notable problems with mental health previously start manifesting mental disorders.

Some speculate that it's the Heralds rewiring your brain to better suit their needs.

## ***Mercy***

Their compassion and capacity for forgiveness, perhaps even for the most heinous of horrors, believing some souls are worth saving.

- Innocents
- Redeemers
- Martyrs

## ***Vision***

Awareness of options and possibilities; an awareness of the big picture at stake in the war.

- Visionaries
- Hermits
- Waywards

## ***Zeal***

Faith in themselves, their cause, or in some belief that motivates them to continue their fight.

- Avengers
- Defenders
- Judges

# Creeds

## Zeal

### Avenger

**Terrible Sell-Sword (Boon):** Construct a weapon from scratch that doesn't break after using Cleave.

The Chosen must set aside scenes and Conviction to craft said weapon in question.

Avenger must form a bond with the weapon in order to channel their rage through it and experiment with alloys that can withstand such an inferno.

Constructing such a weapon is a labor of love, hate and prayer wrapped into one being as straining on the body as it is on the soul.

Electrical components will short circuit and explode when Cleave is used, so be as flashy or utilitarian as you like just keep it primitive to avoid complications.

Depending on the size of the weapon it will take multiple tests to complete, this means an Avenger can invest and partial.

Willpower cannot be spent on this Test

Botches not only delay but will cause an imperfection in the weapon, this imperfection remains even after Willpower is spent.

You will need the appropriate resources and equipment to construct the weapon in question.

Crafts 2 is required to make Wooden Weapons.

Crafts 3 is required to make Metal Weapons.

Crafts 4 is required to make Advanced Alloys.

#### Weapon Construction Chart (Weapon - Cost - Time)

Improvised, Light Impact - 2 Conviction - 1 Test

Heavy Impact, Light Piercing - 5 Conviction - 2 Tests

Heavy Melee - 10 Conviction - 2 Scenes - 2 Tests

Huge Melee - 15 Conviction - 3 Scenes - 3 Tests

**1. Cleave** - Roll to make a Brawl/Melee attack, the empowered attack will deal **full aggravated damage**.

If a melee weapon is used then use the **Weapons Profile** but will break after use shattering or melting in the hunter's hands, this can be extended for a turn by spending conviction.

**2. Trail** - Roll a *Brawl* test if in combat, If not simply walk into the target after touching them a Smokey trail will appear following the target, lasting 6 hours for

each successful margin, Imbued & Witch-Hunters that can Sense The Unnatural in their own way can see it too.

**3. Smolder** - Roll *Manipulation + Zeal (Diff:2)*, A 10 cubic meter cloud of black smoke forms increasing in size for each point of extra conviction spent on the roll, lasting for one turn for each successful roll.

The cloud conceals all Mortals inside it from Natural or Supernatural Perception, While Mortals within are unaffected by the cloud any supernatural entering the cloud has its senses baffled, and all sound is muffled with shotgun blasts being as loud as a finger snap with an incurred diff penalty of 5 even in opposed tests.

**4. Surge (1 CP)** - Spend a point of Conviction to enhance a character's Physical attributes. The points can be allocated or spread how the player sees fit and lasts for the Scene but a chosen attribute cannot be increased past 5.

**5. Smite (1 CP)** - Roll *Zeal + Conviction*, A bolt of lightning is shot out from the Hunter toward a specific target which incurs a diff:4 penalty on their dodge, dealing Strength or Resolve +2 aggravated damage adding +1 aggravated per each margin.

The range of the attack is equal in metres to Zeal +2 this damages anyone in range it, All electrical equipment within 20 feet is scrambled, glass breaks,



all metal surfaces are discolored and people nearby suffer nosebleeds but take no damage.

## **Defender**

**Guardian Angel (Boon):** Set aside a scene and a number of conviction points to empower an item that provides full body protection to mortals that possess it.

Create a Token by choosing an important memento to your character and carving a single word or symbol onto it.

Protection provided by the Token is unbreakable, unless the memento is destroyed and stacks with Body Armor.

But must not exceed your current points in Zeal.

If a character doesn't currently have enough Zeal but still invests conviction into higher levels they will automatically get it upon increasing their Zeal Rating.

2 Conviction = +1 Armor = 1 Zeal  
4 Conviction = +2 Armor = 2 Zeal  
6 Conviction = +3 Armor = 3 Zeal  
8 Conviction = +4 Armor = 4 Zeal  
10 Conviction = +5 Armor = 5 Zeal

***I.E: Investing 4 Conviction when you only have 1 Zeal,***

***your +1 Armor until you level up to 2 Zeal, then will automatically get +2 Armor.***

**1. Ward** - Roll *Stamina + Zeal* when activated extends the area of protection to include an area roughly 2 meters around them, with an additional meter for each success. The creature affected cannot move closer to anyone in this area, nor engage them in a brawl or melee.

**2. Rejuvenate** - Passively heal off a point of Superficial Damage every 10 minutes and heal Aggravated damage in half the time of a regular Mortal.

- Spend 1 Conviction to heal a point of Superficial
- Spend 2 Conviction to heal a point of Aggravated damage.

**3. Brand** - Brand a Supernatural Creature with your palm, that brand is now visible to all Chosen can be seen through layers of clothing or even when the target becomes invisible.

The brand lasts for half a day by default, and Rolling Virtue extends this time.

Will need to roll to hit with a Brawl attack when in combat also dealing Aggravated Damage +0.

1. Success, mark them for a full 24 hours
2. 1-2 Margins, mark them for a Week

3. 3-4 Margins, mark them for a Month
4. 5-6 Margins, mark them for a Year
5. Critical, mark them for a Forever

**4. Champion (1 CP)** - Roll Manipulation + Zeal, ST must roll for the monsters Resolve. If the player wins then the Monster entirely focuses on them regardless of their better judgment, In order to break out of this trance the Supernatural must roll again but at a Difficulty 5 Resolve Test.

Additionally, the player may spend more Conviction to affect other monsters in the scene but must be able to see the creatures in order to maintain the effects of the Edge, If sight is broken then the effects cease.

It also doesn't influence what actions the monster takes just that it focuses on the one that activated the Edge.

**5. Burn (2 CP)** - Roll Stamina + Zeal when any supernatural creature makes physical contact with the player, they take +2 aggravated damage equal to the number margin of success achieved and damage dealt on the Hunter.

All of the defender's attacks now deal Aggravated Damage regardless of the source including Firearms, Melee, Magical, Bombs or hitting them with a car.

## Judge

**Verdict (Boon):** When investigating a Quarry/Mark the Judge takes personal interest in the monster's actions coming to a conclusion whether they should be saved or executed, usually being branded first.

Simply by viewing a monster through Second Sight a Hunter may know whether a supernatural is **Innocent** or **Guilty**.

**Innocent** monsters are penitent and legitimately want to repent. They are rewarded by not showing up in second sight as wrong but just different, and won't interfere with the Imbued while on a hunt, some may even help.

**Guilty** monsters are the most vile, unapologetic bastards this side of the world over, when gazed upon in second sight they look down right demonic and feel straight up evil.

This Brand is black and white like the Judge that wields it as there are no shades of grey, the supernatural is either guilty or innocent.

So if an Innocent relapses into evil then are automatically marked as **Guilty** but not the other way around as the messengers don't want a world with monsters in it.

**1. Discern** - Roll *Wits + Zeal* can be used in two ways, one to identify a supernatural creature and its unique features though its visage is up to the GM, and two is blinded due to darkness or blindfold but can see clear as day.

Discern lasts for 10 minutes for each successful roll and another 10 minutes are added with extra Conviction. Can be used in conjunction with second sight or completely replaced but Discern doesn't offer any protection from mind or body control.

**2. Burden** - Roll *Stamina + Zeal* (Diff:4) Keep eye contact with the supernatural creature, if the roll is successful the monster is stuck in place for a turn being bombarded with images of every wrong doing they've done and overwhelmed with a sense of guilt and remorse.

If they feel no remorse then it transforms into paralyzing dread or exhaustion even if they shouldn't feel it.

**3. Balance** - Roll *Wits + Zeal* (Diff:4) the opponent cannot perform any function that requires supernatural energy. Additionally that creature cannot spend willpower to negate this effect but they can still use Mundane edges or feats.

**4. Pierce (1 CP)** - Roll *Wits + Zeal* (Diff:3) Hunter becomes a human lie detector able to tell whether someone is lying just from a statement or simply looking at them.

**5. Expose (2 CP)** - Roll *Zeal* (Diff:5) Expose a supernatural creature's true nature to everyone around them. The number of margins achieved indicates how far from your character the effect extends, and can be further extended via spending Conviction.

#### **Expose Range Chart**

*1 Margin = 15-foot radius*

*2-3 Margins = 50-foot radius*

*4-5 Margin = city-block*

*6-7 Margin = An acre*

*8+ Margin = one-mile radius*

## **Mercy**

### **Innocents**

**Charm (Boon):** Innocents feel the deep urge to protect those they love, so every charm is a labour of love and can be as detailed or simple as possible but must mean something significant to the relationship between the hunter and the other party.

The Innocent must have at least 3 Mercy and Craft 2, must be molded by hand or with simple tools.

Set aside at minimum 10 hours (all at once or gradually) investing 1 point of Conviction per each hour.

At the end, Roll **Dexterity + Mercy, Diff:3** with each margin of success you get "Sux" points to spend on what the charm does based on the list below.

**Call (1 Point):** Innocent immediately knows if the bearer is subject to supernatural powers, scared or harmed by a supernatural creature or the charm is destroyed.

The Innocent also gets a vague idea of the bearer's trauma and their location, but cannot aid or communicate with the bearer.

The range by default is 10 Miles but can be increased by +10 Miles per each Sux point spent on this effect.

**Calm (1 Point):** The Bear is abnormally calm in the face of supernatural terror making them resistant to the effects of Social Combat and Intimidation.

Incurring a Diff Penalty (Even on Opposed Tests) equal to the number of Sux points invested into the Charm (base Diff: 3).

The bearer immediately forgets what happened after leaving the scene and isn't in any danger but will get flashes or nightmares about the event.

However if the subject is supernatural themselves or are fully aware such as a Bystander then they remember everything.

**Hint (1 Point):** Bearer gains +1 dot of Awareness per each Sux point spent on the charm, but only triggers when in a Supernatural situation or immediate danger receiving hints on how to get out.

**Hide (3 Points):** Bearer gains the benefits of the **Hide** edge when in a supernatural situation, But no roll needs to be made as the bearer automatically gets 2 margins of success, boosted with each Sux point spent on the already expensive effect.

**1. Hide** - Roll *Wits + Zeal* versus the supernatural creatures *Wits + Awareness* at Diff:5 in order to spot the Hunter, if failed the Innocent goes unseen by the monster for the rest of the scene and completely ignores their presence even if the Hunter is standing right in front of them.

**2. Illuminate** - Roll *Wits + Mercy* for every successful roll this character and all hunters in their presence perceive any monster in the area and lasting for 10 minutes with each successful roll adding to the time,



only shutting off when times up or the caster is incapacitated. Additionally all affected Imbued don't need to spend Willpower on Second Sight, with the only drawback being that Monsters spot the spell and who cast it appearing as a bright near blinding light.

**3. Radiate** - Roll *Stamina + Mercy* A divine light radiates from the caster protecting anyone within the radius, each successful roll increasing the range in yard. Anytime a supernatural creature attacks a radiating target a dice penalty is incurred depending on how many success rolls are achieved by the chosen, any monster's mystic sight can be used to negate the field.

**4. Confront (2 CP)** - Roll *Manipulation + Mercy*, the Chosen forces an attacker to spend a point of Willpower for each attack made against the caster even if the attack succeeds every other attack will still be affected. However can only work on one opponent at a time and eye contact must be maintained.

**5. Blaze (2 CP)** - Roll *Strength + Mercy*, The Chosen can use one light source to deal agonizing damage to a monster, for every success deal aggravated damage based on the Light Source that engulfs the targeted supernatural creature for the remainder of the scene.

### **Light source damage chart**

*Match/Lighter: 1*

*Torch/Small Flashlight/Flare: 3*  
*Large Flashlight/Car headlights: 5*  
*Bonfire: 6*  
*Spotlight or Searchlight: 8*  
*The Sun: 10*

## **Martyr**

**Sadism (Boon):** All damage received becomes superficial damage and injury penalty gives a bonus +2 dice.

+1 Armor Value per box of Physical Damage vs Mundane & Supernatural Sources.

**1. Demand (1 CP)** - The Hunter can perform an amazing feat of strength at the cost of their own health, Character must suffer a point of superficial damage to add a point of damage onto their melee attack or strength and only lasts for a single attempted action. However the damage cannot be soaked up by armor or any other edge but it can be healed and cannot be combined with other attack or physical based edges.

**2. Witness** - Roll *Wits + Mercy*, is an Edge that can be used in conjunction with Second Sight or Replace, allowing the Hunter to get an Insight into a Single or Multiple Monster's recent memories. The specific visions are up to the ST but depict important story actions like Feeding, Attacking Bystanders or Reveal a

passionate or poignant meeting depending on who was contacted.

**3. Ravage** - Roll *Manipulation + Mercy*, A seemingly toxic gas emits from the Hunters body that can be directed to wherever they wish and when making contact with any monster cause their very being to decay at a rapid rate, when Mortals make contact with the gas they receive no physical harm but causes deep emotional trauma such as depression, nausea, headaches and uncontrolled weeping making it so they cannot attack but can perform other actions. Other Imbued are immune to its effects and other Mortals can negate the effect by wearing the appropriate protection such as a gasmask, the effects of the cloud last a turn for every successful roll.

**4. Donate (2 CP)** - Roll *Mercy + Chosen Attribute you wish to lend* (Diff:3) the donor can increase their fellow Hunter's Attributes, up to its maximum capacity but decreasing the donor's Attribute for the duration of the edge. The donation itself has side effects depending on the type of Attribute which include.

Physical Attributes are straightforward; the Donors rating is decreased while the target is increased.

Mental Attributes open a telepathic link between the two parties; the recipient acting as a "Parallel Processor" during the duration of the donation, even

when unconscious seeing through the others eyes and shares thoughts with the recipient.

If a Social Attribute is donated, the two parties, while unable to hear each other's thoughts, do share a vague idea of how the other is feeling for the duration of the donation.

If the character donates all of one Attribute then the Donator passes out for the Edges duration, but still may advise the recipient in terms of the Trait shared and as far as the GM allows.

The donator can contribute solutions to problems if Wits is shared, or suggest emotions to play upon in social situations.

The donor is conscious they can cancel the donation at any time, the Recipient can't "Give Back" traits but must be taken back willingly by the lender.

Works on all Mortal characters not just Imbued.

### **Donation Duration**

*1-2 Margins = Two Turns*

*3-4 Margins = Rest of the scene*

*5-6 Margins = Five hours*

*7-8 Margins = One day*

*9-10 Margins = Three days*

### **5. Payback (2 CP) - Roll *Manipulation + Mercy***

(Difficulty is the target's Stamina) Inflict a Mortal Vulnerability onto a supernatural creature of the Hunters choosing, GM may increase or decrease the difficulty depending on the monster's power.

The monster can still fight or perform actions as it usually would but now has that mortal limitation in place that can be used out of combat to convince or intimidate a Monster or in combat to negate a key strength that creature may have.

The effects of the Edge remain until the Creature leaves the hunters presence or the hunter can simply negate its effects at any point.

However only one power can be negated at any given time.

## **Redeemer**

**Hope (Boon):** Make physical contact with a monster and give the supernatural its source of power by spending a point of conviction.

With the amount restored equal to the chosen Virtue rating.

The redeemer may also place it into an object of importance to the supernatural so they can be sustained by it.

However the creature in question must show genuine remorse for its actions and be on the path of redemption.

***Example: Redeemer may make a ring that automatically restores 1 hunger for a vampire each night so it doesn't need to hunt, but said vampire must be willing to change for the better.***

***I.E: Hunger for Vampires, Rage for Werewolves but with none of the negative side effects feeling eased and content.***

**1. Bluster** - Roll *Wits + Mercy* as a "Free Dodge", A variable invisible shield against harm, it doesn't matter the word spoken but it will interrupt the attack made against the Chosen themselves or their allies.

The character must have line of sight on the target and works on all attacks that deal damage magic or mundane.

**2. Insinuate** - Roll *Manipulation + Mercy* (Diff:2) adds one more difficulty to the monster's next action even if it's an opposed test.

Your character asks but a single question, the question is not important but the manner in which it's said as you view the being as not a monster but a person forcing them to confront old memories, suppressed emotions or desperately suppressed compassion.

Depending on the number of margins even an undamaged Monster might flee from the battle, feeling nothing but pure regret and shame, if the monster doesn't have the capacity to feel these emotions then they are distracted by memories or visions that annoy or confuse them.

**3. Respire** - Also known as the "Kiss Of Life" or "Kiss Of Death" allows the hunter to heal an ally or drain monsters, though physical contact isn't required the Hunter must be close enough to Inhale or Breathe on a target.

To heal someone Roll *Stamina + Mercy*, Healing on HP per each successful roll after which they spend an additional Willpower or suffer +1 difficulty to all actions for the rest of the scene.

If the roll is botched, it suffers a point of superficial damage, also cannot be used on oneself but works on all Mortals & Supernatural Creatures.

To drain a monster the Hunter must be within range (Conviction = Range in yards) Roll Brawl or Melee

Attack, the target can resist by rolling Stamina with one point of Aggravated damage for each successful roll and for every **two margins** the hunter gains back willpower.

**4. Be Calm (2 CP) - Roll Manipulation + Mercy (Diff:3)**

Lasting for minutes equal to the number of successes rolled.

During which anyone trying to commit a violent act will have to roll Stamina, Strength, Dexterity whichever is highest (Hard Test) to break out.

This calming effect extends out five yards in every for each point of Willpower or Composure the character has, additionally can halt seizures, hysterical fits or supernatural frenzy.

**5. Suspend (2 CP) - Roll Charisma + Mercy (Diff:4)** a barrier that only the caster can see with any connection to the other world being severed and no supernatural creature can leave the scene without leaving conventionally, any power sources that originate from another world or plane are severed.

Essentially the monster can't disappear out of sight using any supernatural power and must either face judgment or try to escape as any mortal, also stops anyone else from seeing into that area so even that monster's allies cannot see what's going on reporting



immense dizziness, headaches and nosebleeds when trying to intervene.

## **Vision**

### **Visionary**

**Symbol Of The Cause (Boon):** A Visionary can place down symbols of "The Word" for free.

If a point of conviction is spent they can recite a piece of information and put it on the paper.

Any Chosen that picks up the paper will be flooded with the contents of the page, being able to recite the information on it like clockwork.

**1. Foresee** - *Roll Intelligence + Vision* (Diff:4) for each margin a hunter may make one extra dice roll for a specified action and choose the best result.

This must be announced before the roll is done and only one extra dice roll can be done per action but not the same action.

Can only be done once per session.

**2. Pinpoint** - *Roll Wits + Vision* (Diff:3)

On a successful roll the hunter will know of that creature's weakness; this can be as simple as silver, cold iron, garlic or holy water etc.

But can also be an object or location the monster is hiding in, upon getting 5 margins of success the hunter knows something personal to the target they can exploit whether it be loved ones or its obsessions.

The storyteller can be as clear or as vague as they wish to be but upon 10s the image will be much clearer.

### **3. Delve - *Roll Wits + Vision* (Diff:4)**

The Hunter can view the past up to five minutes within the general area with each success adding another five minutes.

The older the vision is the longer it will last doubling up to 10 minutes per success with some hunters able to experience ancient civilisations.

In order to hear or feel anything in the vision an additional 2 Conviction must be spent to do so.

### **4. Restore (2 CP) - *Roll Stamina + Vision*, spend 2 conviction (Diff:4)**

Turns Aggravated damage into Superficial Damage and halving all damage rounding up.

Per each success a level of damage is healed any lost or mangled limbs as well as organs are immediately regrown but are sore.

Additional Conviction can be spent to add guaranteed healing.

**5. Augar (2 CP)** - *Roll Intelligence + Vision, spend 3 conviction (Diff:5)*

On each successful roll the Hunter can look into the future with visions up to a year or two coming through clearly but visions of the distant future are notoriously vague.

These are purely visions and don't produce any sounds or be interacted with other than thinking back upon them, On a botch this vision will be very inaccurate even misleading the hunter into a false sense of security if that vision goes unquestioned.

## **Lost**

From the moment a Lost Creed wakes up **Second Sight is activated** and lasts as long as they are conscious even when they reach 0 and fall into despair, still having the negative effects of the sight with no benefits.

## Wayward

**Badge Of Courage (Boon)** - Per each point of Vision the Wayward has, they obtain a tattoo or mark on their body which glows when activated by second sight.

Depending on the Badge in question it will incur different buffs that do stack but only one of each type can be added at any time and cannot be removed.

**Chief:** +1 to Social.

**Enraged:** +1 to Strength.

**Enduring:** +1 to Stamina, Increases HP.

**Vigilant:** +1 to any Perception based rolls.

**Guided:** +1 to Intelligence

**Wily:** +1 to Wits

**Unbreakable:** +1 to Willpower, Composure, Resolve.

**Deadly:** +1 dice to all attack rolls.

**Resilient:** +1 to armor value even when unarmoured and stacks with body armor.

**Devastation:** +1 to all final damage values.

**1. Impart** - *Roll Perception + Vision* (Diff:3), can be used once per scene and per each margin of success can give a single mortal second sight for a scene but doesn't Imbue them.

This Includes fellow Imbued activating their second sight for free.

**2. Forewarn** - *Roll Wits + Vision* (Diff:4), the Imbued gains a form of Danger Sense when entering an area. On a success they get a vision of what dangers lay ahead and each extra margin can be added to any defensive action in combat. (Dodging, Blocking, Resisting etc.)

**3. Enrage** - *Roll Manipulation + Vision* (Diff:3), On a success any mortal or imbued within line of sight fly into a berserker rage instantly attacking anything the wayward labels as "the enemy" this can be a specific individual or small group within close proximity to the group.

Each margin of success can cause an additional mortal or imbued to go berserk but can be resisted with a Composure + Resolve (Diff:4) test returning them back to a normal mental state.

Enraged individuals are not affected by injury and will automatically attack the targeted enemy each turn, Character can only activate offensive powers (Deal

Damage or Hinder the enemy) and if unarmed will grab the nearest weapon that'll cause the most damage.

Ranged Weapons are used then the character firing will try to get the best angle of either by flanking or exposing themselves to enemy attack.

Melee / Brawl will charge the enemy in question and swing as hard as they can.

Unable to dodge while in an enraged state but can still block.

After each round the enraged mortal takes one level of superficial damage.

After the enemy is killed or encounter ends the rage subsides returning back to normal.

#### **4. Reap (1 Conviction) - *Roll Perception + Vision***

(Diff:5), the Imbued must spend their turn looking into the eyes of a dead subject and per each margin of success a question can be asked to the dead spirit of that creature.

The answer must be the Truth and the spirit cannot lie or experience an immense pain in every fiber of their being for a turn until the question is answered truthfully.

The answer can't be heard by anyone else only being whispered into the Waywards ear and the spirit cannot be seen by anyone else either.

Can be done on any creature that is functionally dead such as Ghosts, Zombies or Vampires.

If a question is answered by a Zombie or Vampire then the answer can be spoken and heard by anyone else in the room.

If the subject doesn't know what the Wayward is asking or has no knowledge on the subject in question then nothing will happen and they get no response.

### **5. Spiral (2 Conviction)- *Roll Strength + Vision***

(Diff:5), The wind begins to pick up around the Imbued in question causing a miniature Whirlwind that is equal to their Vision in Meters.

They are the "Eye Of The Storm" and wherever they move the storm moves with any caught in its path receiving full-superficial damage while supernatural creatures take aggravated damage for each turn spent within the Spiral.

Damage value is equal to the margin rolled by the Imbued and anyone caught within the spiral will need to make a Stamina diff:5 test to stay upright.

Hitting the Imbued will incur a -2 dice penalty along with additional -1 penalty on each margin of success on the initial edge roll.

Individuals caught in the Spiral can dive into cover and Hunker down spending an entire turn to do so and don't need to make a Stamina test.

Spiral can also pick up objects like chairs or small crates anyone caught within will need to make a Dex + Athletics test to dodge any incoming debris.

If a character can break through the outer layer and into the eye of the storm or back up out of its range they act as normal.

## **Hermit**

**The Static (Boon)** - Hermits constantly hear the messenger's voice whispering in their ear so they can see things other Imbued can't in the moment being privy to knowledge others don't.

Whenever in the presence of an Imbued or Supernatural creature they get a small but sharp migraine increasing the Difficulty of a task by +1 and incurring a -1 dice penalty even when in conflict.



This penalty for Difficulty & Dice increases based on the number of supernatural creatures / imbued are in the same room as the Hermit.

The Migraine can be suppressed by use of narcotics or medication but can't be fully negated.

So the Penalty will always at minimum be +1 to Diff or -1 dice penalty.

### **1. Reach - Perception + Vision (Diff:3)**

The Hermit in question can "Astral Project" letting their senses leave their physical body like a ghost and able to pass through solid objects but always moving at a "fast sprint" toward.

Range is 30 meters per dot in Vision and if the Hermit comes into contact with any creature they will get this intense feeling of unease, needing to roll Wits + Awareness so they can confirm what it is or be thrown out of the Reach.

- ***Diff: 3 for Normal People.***

- ***Diff: 4 for Animals & Supernatural Creatures.***

- ***Diff: 5 for Creatures with Supernatural Sense.***

### **2. Send - Manipulation + Vision (Diff:3)**

Hermit can transmit words and images into the mind of their fellow Imbued, This is completely silent and can't be intercepted by other psychic abilities.

If the Hermit has Patron then they can send calls / signs from the Heralds themselves but all messages are painful and confusing for the Hermit with the recipient getting the tail end of it.

Clarity of the message depends on the number of margins of success.

- 1.A murky feeling that can be easily ignored.
- 2.A fairly simple sense of what your character means.
- 3.Good Communication. Your character gets some sense of the recipient's reaction.
- 4.Instant Rapport!! . Your character and the target can communicate clearly as day for 30 seconds.

### **3. Edict - Manipulation + Vision (Diff:3)**

A Hermit locks eyes with a target and, for a split second, that being sees itself as the Messengers see them, becoming a transmitter for their judgement.

Supernatural creatures are inflicted with excruciating rage or despair from a new transformed werewolf to an elder vampire neither are immune to its effects being bombarded with the images and fear / despair of their

former victims screaming in their brain.

Supernaturals lose a point willpower equal to the number of margins achieved on the roll to a minimum rating of zero.

For ordinary humans, they could be unaffected, depressed or some could be comforted if they're particularly selfless.

A targeted mortal loses one point of willpower regardless of how many margins were achieved.

#### **4. Transcend** - Perception + Vision (Diff:3)

Hermit can astral project and move at immense speeds

#### **5. Proclaim** - 2 Points of Conviction and Roll Vision (Diff:2)

If used on a Monster that creature gets different effects depending on the result.

1+ Margin the creature gains a Derangement and a -2 dice penalty for the scene.

2+ Margin the monster gains a Derangement and a -2 dice penalty & willpower dots loss for the next 24 hours.

3+ Margin the monster gains a Permanent Derangement, a -2 dice penalty and lose of either Intelligence, Willpower permanently

Hermit can target a fellow Imbued within visional range and give them dots in the Patron background for a number of hours equal to margins.

Bystanders targeted by Proclaim can be given a "Second Chance" to become a full Imbued but must be in a scene with a monster.

## **Bystander**

The name of those who were imbued but didn't act against the monster right in front of them when called by the messengers.

Honestly, who can blame them? Your whole world just shatters before you and some simply freeze up unable to do anything.

These people often feel paranoid and ashamed they didn't do anything so try to assist the imbued from the side-lines acting as informers or spies being able to slip by unnoticed as most supernaturals don't pay them any mind.

### **Bystander Players**

Playing a Bystander is the same as playing a normal mortal H5 Character but has a Conviction bar like their Imbued counterparts.

Their conviction starts at 10 and can't be gambled.

You don't have second sight but do have desperation dice.

But can spend a point of Conviction to break any supernatural hold on your body such as a blood bond or delirium.

Even works on mind control like dominate or presence but only breaks the user out of it for that split-second allowing them a single action.

Unlike Second Sight that gives them straight up immunity for a scene.

## **Optional Backgrounds**

### **Arsenal**

To even the odds against the supernatural, he often has a small armory of weapons as even if the monster is bullet resistant doesn't mean bullet proof.

Good Firepower can mean life or death in the most dangerous game, so learn to use every tool at your disposal.

You have a replenishable stockpile of weapons and equipment so generally those with Arsenal don't need to worry about running out of ammo mid-fight.

When trying to find a weapon in your personal armory the Imbued may Roll Wits + Arsenal

- 1.You got a good personal loadout, along with a small collection of handguns and break-action shotguns with a few magazines for each, along with gear to effectively store and maintain your weaponry for a long period of time.
- 2.You got a collection of various bolt-action rifles and pump-action shotguns along with some historical WW1 & WW2 equipment such as camping supplies, rations and old helmets / webbing.
- 3.You've got a serious collection of legal weaponry such as Semi-Auto Rifles & Combat Shotguns with a replacement set of body armor and surplus army equipment like night-vision optics, enough guns to arm a small group of 10 people.

4. You'd be on an FBI Watch List if they knew the military grade heat your packing with Automatic Weapons, Body Armor with Thermals, Radio Communication and Explosives.
5. You give the ATF Nightmares or you're an International Arms Dealer with an entire warehouse of military hardware from basic infantry weapon systems to tanks and missile carrying aircraft and UAVs.

## **Bystander**

An Imbued equivalent to Retainers only difference is that it's within the context

Bystanders are characters in themselves and though generally on your side aren't drones so won't kiss ass and charge headfirst into a Marks den with a bomb vest.

1. Weak Individual, a rookie in its purest form, hasn't even acted against the supernatural.
2. Two Weak Individuals or One Average Individual.
3. Group of Three Average Individuals or Two Good Individuals
4. Group of Four Average Individuals or One Powerful Individual.

5. Group of Five Good Individuals or One Expert Witch-Hunter.

## **Destiny**

Everyone has their role in shaping the future but those with a Destiny have a massive part to play.

Perhaps your character has been selected among other Imbued for some purpose.

But just because you're destined for something great doesn't mean the world will simply bend to your knee and those with Destiny can often overestimate their abilities causing premature death.

Most people will think you're crazy, full of yourself or both if you let the idea get out of hand.

For each dot in Destiny the character in question may make a Reroll on any test but only for a single action.

Work with the Storyteller to figure out what your Destiny is going to be and how you may fulfill it or die trying.

1. You have a certain funny feeling about the future.



2. You will make an undeniable impact on the lives of many others.
3. Your destiny is powerful, perhaps as a respected innovator or leader.
4. Your destiny is one of Arthurian Legend.
5. The course of the world may be revolutionized by your fate.

## **Exposure**

You had a run in with the supernatural in your mundane life but always passed it off as something else, something normal but now that your eyes are opened those memories flash back to you on occasion revealing some important information that could help now.

When your character identifies a supernatural creature, the Storyteller will roll Wits + Exposure to feed information to the player with the background, potentially turning the hunt into the Chosen's favour or misleading them with wrong information on Botched rolls.

At 4+ your character could've been the unwitting servant of a supernatural creature such as a Blood Doll or Unwitting Kinfolk.

- 1.You frequently dance in some dodgy spots.
- 2.You can now explain an unexplainable encounter you had as a kid in a haunted house.
- 3.You've seen miraculous events occur that are starting to become less coincidental.
- 4.One of your patients always used to arrange after the dark meetings. You realize the initial diagnosis of his neurosis was all wrong.
- 5.You lived in a community, perhaps Gypsy or Native American, that was very superstitious but never believed any of it. You now understand what the hell they were talking about.

## **Patron**

The Messengers still visit your character even after they left long ago, perhaps some stayed on earth after all or perhaps they off-loaded their eons of divine knowledge onto your feeble human mind in pieces so you don't get anymore crazy.

The signs are often short and enigmatic such as flashes from your phone screen telling you of incoming danger or the voice of a radio host advising its viewers that "it's gonna rain blood tonight folks..."

Storytellers often use this to offer clues or foreshadow events to come. The ST may also decide why your character is contacted so much.

- 1.You're contacted every now and again, maybe three or four times since you were imbued.
2. You are contacted a few times a season or so, apparently with dire messages only...
- 3.You receive messages a few times every month.
- 4.You are contacted at least once every week, with information of seemingly various importance.
- 5.You are contacted so frequently that you take precautions against mishaps by refusing to swim or drive alone for example.

## **Touchstone**

Is someone of significance to you that for one reason or another held onto even though you know they would get hurt given your line of work.

The first piece of advice any imbued is given is "burn your bridges" but many still hold onto their normal

lives seeing it as a break and reminding a Chosen of who they're fighting for.

But if a Touchstone is lost your Chosen takes Aggravated Willpower Damage equal to the dots lost. Restore Willpower Points and Heal Damaged Willpower equal to dots in Touchstone.

A Scene must be allocated interacting with your Touchstone to gain back lost Willpower.

1. A group of two acquaintances or one individual of importance, likely a friend of some kind.
2. Two friends or One Close Friend or New Romantic Partner.
3. 3 Friends, 2 Close Friends, 1 Important Individual.
4. 4 Friends, 3 Close Friends, 2 Important People or 1 Essential Partner.
5. Group of 5 Friends, 4 Close Friends, 3 Important People, Single Person of Significant Importance that you cannot live without.

# Optional Rules

## **“Too Tough To Die”**

When Imubed activates Second Sight they get natural armor equal to their character's dots in stamina, which can be stacked with body armor.

This is good if your game is more action-horror with multiple combat encounters.

## **“Freebie Points”**

Taken from Classic, Freebie Points can only be assigned after character creation.

Give a character more freedom in selecting skills and allow a player to round out a character's shortcomings or double down on what they're good at

21 Freebie Points

## **Cost Chart**

Attribute - 5 per Dot

Abilities - 2 per Dot

Background - 1 per Dot

Starting Conviction - 4 per Dot (Maximum at start is 8 dots)

Willpower - 1 per Dot (Maximum at start is 8 dots)

## **“Extras”**

These are Nameless Jobber Characters that are there to fill the scene, there meant to be goons you can easily fight or converse without much baggage.

They only have 5 health maximum and dice pools tend to be lower only ever going up to 4 dice.

Good for running Puppets such as Cultists, Zombies or any number of Fodder.